

**Glossary:**

Controversial issue: e.g., global warming, scarcity of water, alternative energy sources, election campaigns

Current and emerging technology resources: e.g., cell phones, GPS, online communities using wikis, blogs, vlogs and / or Nings

Data-collection technology: e.g., probes, handheld devices, and geographic mapping systems

Digital learning game: e.g., Alice, Lively

Developmentally appropriate: Students' developmental level prescribes the learning environment and activities that are used.

Digital tools for grade 2: e.g., computers, digital cameras, software.

Digital tools for grades 4, 8, 12: e.g., computers, digital cameras, probing devices, software, cell phones, GPS, online communities, VOIP and, virtual conferences

Electronic authoring tools: software to allow book development online, e.g., multimedia electronic book

Mapping tools: e.g., Google earth, Yahoo maps and Google maps

Media-rich: multiple forms of digital applications in one product, e.g., graphic design, word processing and spreadsheet

Multimedia presentation: e.g., movie, podcast, vlog

Online discussion: UNICEF, Oracle, i-Earn, blogs, wikis

Online learning community: e.g., i-Earn, Ning, blogs, wikis, Second Life

Operations and related applications: e.g., saving a word processing file to a network drive, printing a spreadsheet

Reverse engineer: isolating the components of a completed system

Shared hosted services: e.g., podcasts, videos or vlogs

Technologies refer to \*medical, agricultural and related biotechnologies, energy and power, information and communications, transportation, manufacturing, and construction

Virtual environments: e.g., games, simulations, websites, blogs

Web-based publication: e.g. web page, wiki, blog, ezine